

LOVECRAFTIAN BESTIARY 2



PUBLISHING





LOVECRAFTIAN BESTIARY

2

***Creatures of Lovecraftian horror for players and
dungeon masters to utilize for the 5th edition of the
worlds most popular roleplaying game.***

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OGL 1.0

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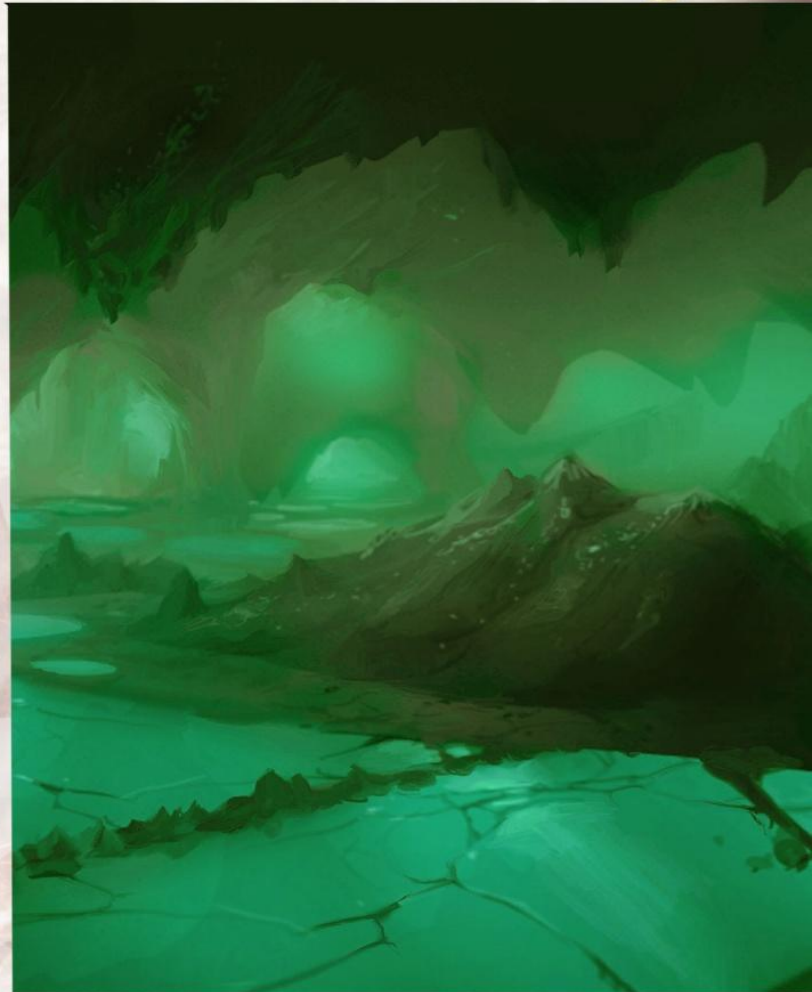
COLOUR OUT OF SPACE



The Colour out of Space is a strange entity from the darkest reaches of the outer void. It's appearance is utterly alien and impossible to describe. A "floating colour" is the closest comparrison, but even that isn't entirely correct. The colour's only motivation is to breed and destroy, and if it has other goals they are completely beyond the capabilities of mortal understanding. When a colour comes to a world, it quickly takes control of its surroundings, disintegrating anything it touches. Regions blighted by the colour's presence take on an eerie green-gray luminosity, and produce abundant, but nutritionless crops. Once the colour has absorbed enough life-force from its victims, it launches itself back into space to find a new planet to begin its lifecycle again.

Blighting Aura. A colour out of space causes creatures within 100 yards to become overwhelmed by listlessness and ennui. A DC 15 Wisdom saving throw is required to resist these effects. Failing this save puts those affected at disadvantage. Furthermore, victims refuse to travel more than a mile away from the colour's blighting aura, violently resisting, and attacking interlopers. A bizzare side effect of the colours aura is the illusory robustness of crops growing in the area.

Formless. The colour out of space is amorphous and incorporeal. This allows the creature to hide within solid objects 1/8th of its normal size. It's blighting aura still permeates through such hiding places. Colours prefer small dark areas, such as wells and caverns, to lair in.



COLOUR OUT OF SPACE

Huge ooze, chaotic neutral

AC 23 (natural armor)

HP 126 (15d8+59)

Speed 30 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
(-10)	18 (+4)	16 (+3)	17 (+3)	18 (+4)	16 (+3)

Damage Immunities acid, charm, cold, lightning, slashing

Condition Immunities blinded, deafened, exhaustion, frightened, prone

Vulnerable force effects

Senses blindsight 120ft. (blind beyond this radius), passive Perception +17

Languages-

Challenge 10 (5,900 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Disintegrating Touch. This attack deals 6d6 damage. A DC 20 Constitution saving throw halves this damage. Creatures reduced to 0 hp by a colour's touch is reduced to fine grey-green ash.

Life Drain. A Colour slowly feeds on surrounding plant and animal life, harnessing this energy to propel itself into space. A DC 20 Wisdom saving throw prevents the colour from feeding on a creature. If it succeeds on feeding it drains 2 points of Charisma from the victim. Once the victim's Charisma score reaches 0, it is reduced to fine grey-green ash.

Magic Resistance. The colour out of space has advantage on saving throws against spells and other magical effects.

Actions

Disintegrating Touch. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 21 (6d6) bludgeoning and acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty educes its AC to 10. Immunities to acid do not protect agaisny a colour out of space's distintegrating touch.

ELDER THING



Elder Things are extraterrestrial colonists and scientists. They are likely responsible for seeding life on several planets throughout the cosmos. They created the horrific and terrible shoggoths for slave labor, but the aberrations rebelled, making war on the Elder Things, and driving them from their underwater kingdom into the mountains.

Hibernation. An elder thing is capable of hibernating indefinitely, using the ability to wait out it's enemies and reap rewards from their ruins. It can choose what time it will awaken, typically choosing centuries in the future, but it can be roused by jostling or attacking it. While in hibernation, the elder thing need not eat or drink, and it does not age, effectively becoming immortal during this period.

Spaceflight. An elder thing can fly through the harsh void of space using its 7-foot-wide wingspan. Unlike other aliens with space faring abilities, the elder thing does not travel at hyper-speeds, instead hibernating the long trips between planets.

ELDER THING

Large aberration, chaotic evil

AC 17 (natural armor)

HP 112 (15d8+45)

Speed 30 ft., **Swim** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

Skills Arcana +7, Perception +7, Swim +5

Damage Immunities cold

Damage Resistances fire

Senses Darkvision 60 ft., passive Perception +14

Languages elder thing

Challenge 5 (1,800 xp)

Constrict. The elder thing can grab a medium or smaller creature if it successfully hits with two tentacle attacks. The target is considered grappled (escape DC 17) and restrained until the grapple ends. The elder thing immediately inflicts his tentacle damage onto the grappled creature (1d4 +2).

While grappling, the elder thing has advantage on attack rolls against it and it cannot use this attack against other targets. When the elder thing moves, its grappled victim moves with it.

No Breath. An elder thing does not require air, and can survive in environments that contain no oxygen, such as deep space, or underwater. Inhaled poisons and scent-based attacks do not affect them.

Actions

Multi-Attack. An elder thing makes 5 attacks with its powerful tentacles.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 4 (1d4+2), bludgeoning damage.



Art by Rick Hershey

HOUND OF TINDALOS



Few beings are as alien or horrifying as the dreaded hound of tindalos. Where they come from or what their motives are; no one knows. Hounds pursue their prey across dimensions and the gulfs of time and space, only relenting if destroyed. How they choose their victims is uncertain, but insane ramblings from deranged survivors hint that they come for those who have glimpsed beyond the veil of reality, and witnessed too much.

Geometric Travel. The Hound of Tindalos can only enter the material plane by traveling through physically fixed 90 degree angled objects, such as wall corners, bookshelves, floors, and even closed boxes. Three times per day the Hound can use plane shift and teleport to travel through these fixed spaces without error. Temporary angles and curved architecture do not permit it entry.

Utterly Alien. The thoughts of the Hound of Tindalos are not just beyond mortal comprehension, they are dangerous to glimpse at. Attempts to communicate telepathically with a Hound results is met with terrible, mind-killing pain. Victims take 4d6 psychic damage and must make a DC 17 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn.

Walk on Air. Hounds of Tindalos are constantly under the effects of the air walk spell.

HOUND OF TINDALOS

Medium outsider, neutral evil

AC 17 (natural armor)
HP 112 (15d8+45)
Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Skills Arcana +7, Perception +7, Stealth +9
Damage Immunities mind-affecting effects, poison
Damage Resistances bludgeoning, piercing, slashing
Damage Vulnerabilities magic
Senses Darkvision 120 ft., passive Perception +18
Languages dark speech
Challenge 7 (2,900 xp)

Innate Spell/casting (Arcane). The Hound of Tindalos's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *fog cloud*, *invisibility*, *locate creature*
3/day each: *magic circle (reversed)*, *haste*, *scrying*, *slow*

Shredding Glare. When a creature that can see the Hound of Tindalos's eyes starts its turn within 30 feet of the hound, the hound can force it to make a DC 14 Constitution saving throw if the hound isn't incapacitated and can see the creature. This ability only works on one target at a time. A creature that fails the save receives terrible wounds, as if attacked by several short swords at once. The creature suffers 5d6 slashing damage. A creature that saves against the gaze of the hound is immune to it for the following 24 hours.

Actions

Multiattack. The Hound can use its Shredding Glare and makes one attack with its bite. In lieu of using its Shredding Glare, it can instead make one bite and two claw attacks.



Art by Gary Dupuis

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

SPAWN OF YOG-SOTHOTH



The Spawn of Yog-Sothoth is a terrible blight on the world, created when vile cultists of the Great Old One summon him forth to impregnate a humanoid creature. They are tasked with destroying sane life to pave the way for their horrific father's arrival. Naturally invisible, each spawn is different with some resembling normal, if ugly humanoids, to huge, tentacled monstrosities. Spawn grow as they feed, and can reach colossal sizes.

Structural Assault. Spawn are as destructive to buildings as they are to sentient life. By spending one round attacking a structure, a spawn may reduce it to rubble. It inflicts 4d6+16 bludgeoning damage to a building when attacking it this way.

Tenuous Natural Invivibility. The Spawn is always invisible unless it does not want to be. It can be outlined with spells such as *faerie fire* and *glitterdust*, and special alchemical compounds such as the *Dust of Ibn Ghazi*. This invisibility cannot be dispelled.

SPAWN OF YOG-SOTHOTH

Large outsider, chaotic evil

AC 17 (natural armor)
HP 112 (15d8+45)
Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

Skills Arcana +11, Climb +20, Perception +15, Stealth +15

Damage Immunities cold, fire

Damage Resistances bludgeoning, piercing, slashing

Senses Blindsight 30 ft., Darkvision 60 ft., passive Perception +20

Languages dark speech

Challenge 10 (5,900 xp)

Magic Resistance. The Spawn has advantage on saving throws against spells and other magical effects.

Stench. Any creature other than another Spawn of Yog Sothoth that starts its turn within 5 feet of the spawn must succeed on a DC 15 Constitution saving throw or be poisoned for 10 rounds. On a successful saving throw, the creature is immune to the stench of all Spawn of Yog-Sothoth for 1 hour.

Actions

Multiattack. The spawn makes five attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. Hit: 9 (1d12 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Tentacles. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 22 (4d8 + 4) slashing damage.



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